

IN THE CLAIMS

Please amend, cancel and/or add claims as indicated in the parentheses after the claim numbers:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
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17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating a character effigy according to Claim 28, wherein said step of providing ~~[[an]]~~ a single item which is flexible and configurable to be substantially fully planar includes:

providing an item having first and second surfaces and at

least first, second and third edges, and wherein said character feature is defined on said first surface.

24. (Previously presented) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item to simulate the body of the character effigy.

25. (Previously presented) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by rolling said item to simulate the body of the character effigy.

26. (Previously presented) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item to simulate the body of the character effigy.

27. (Canceled)

28. (Currently amended) A method of creating a character effigy, comprising the steps of:

providing ~~[[an]]~~ a single item which is flexible and is configurable to be substantially fully planar;

defining at a location on the item an unobtrusive character feature ~~at a location on the item~~ representative of only head characteristics, said feature having no significant context of a complete character effigy when said item is in a planar configuration; and

manipulating the ~~flexible and substantially fully planar~~ item between ~~[[a]]~~ the generally planar configuration and a non-planar configuration, wherein, when the item is in the

generally planar configuration, it serves a practical function, and, when it is in the non-planar configuration, it gives context to a complete character effigy by simulating ~~simulates~~ the body of the character effigy with the character feature positioned appropriately with respect to the body formed by the item to simulate the character's head.